HIGH ROCK

GAZETTEER

High Rock Gazetteer

The rolling hills and craggy peaks of High Rock have long balanced between tradition and defiance, alliance and rivalry, thanks to the many small kingdoms that vie for control over their own chunk of the region. These days, those kingdoms, Breton and Orc alike, pay lip service to harmony as they have all been united under the Daggerfall Covenant. In truth, however, many of the High Rock rulers involved in the Covenant are still on the lookout for ways to pull one over on their historical rivals. Lately, there has been more reason to fear an outbreak of violence: a series of conflicts has shaken the region, almost as if an unseen hand is purposefully attempting to ratchet up the tension between these uneasy allies.

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OVERLAND MECHANICS

Having endured centuries of strife between the Bretons and Orcs, in addition to many other rogue factions vying for power, the province of High Rock continues to endure frequent unrest.

At the start of the session, place a token on the 0 on the Unrest Track on the overland map. When triggering the Activate Province Effect step, increase or decrease unrest as determined by the day's symbol. When an encounter refers to unrest, it is referring to the specific number on the Unrest Track. In addition to the number itself, effects will commonly refer to the current unrest level. The unrest level is defined by the following ranges:

0-2: Peaceful

3-4: Tense

5-6: Dangerous

7-9: Chaotic

The effects of unrest are primarily felt in encounters and determine the strength of enemy skill: **Native** (**Incite**). Certain effects and encounters increase or decrease unrest. Immediately upon the completion of a side quest, the party may choose to decrease unrest by 5 - . Unrest cannot decrease below 0 and cannot increase above 9.

Increase unrest by 1.

Increase unrest by 2.

Decrease unrest by 1.

No Icon: No effect.

NATIVE SKILLS

Incite: After this unit is defeated, all allied units heal for HP equal to the current unrest.

DELVE FEATURE

Multiple delve cards include the the word **Swarmed**. This effect has no function on its own, but various effects can impact the delve tiles with this keyword during a battle.

TRAVELING CARAVAN

The infighting between the kingdoms of High Rock has caught many in the crossfire. You take refuge with this traveling caravan for a moment, but you keep a wary eye out for any other travelers who may have a malicious bent.

Malicious Mistrust: At the start of this encounter, the party must make a social check determined by the current unrest level:

Peaceful: ☊ Tense: ☊ x 2 Dangerous: ☊ x 3 Chaotic: ☊ x 4

Adventurers may roll Combat skill dice as if they are Speech skill dice. Adventurers do not gain tenacity from ○ results. If unsuccessful, each adventurer must discard an item or be dealt 2 damage.

Mahbub, the traveling merchant

Common: 8

Legendary: 0

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Mahbub's Bargains: Discard 2 to draw 3, choosing 1 to gain and 2 to discard.

ALCAIRE CASTLE

An ancient keep with a city's worth of attendants and attached outbuildings, Alcaire Castle is an important military outpost in High Rock's Stormhaven region. It is one of the key strongholds of the Knights of the Flame, an order dedicated to protecting the surrounding countryside.

Edric's Greed: At the start of this encounter, the party may freely gain the **Dark Forces of Greed** side quest.

Alcaire Marketplace

Common: 4

Legendary: 0

Trainers Available: 4

Old Goat Inn

Quest Board: Closed

Guild Kiosk

Town Square

Knights of the Flame Outpost: Gain 2 bonus HP. If the unrest level is at Peaceful, gain an additional 2 bonus HP.

Alchemy Station

CAMLORN

Camlorn has long enjoyed an elevated place in High Rock's history and culture, but the city has recently exited one of its lowest points. An invasion by the werewolf Faolchu decimated Camlorn's population until the survivors were liberated by High Rock's Lion Guard protectors, and the city has not yet made a full recovery.

Faolchu's Remnant: After all adventurers have taken all of their town actions, if the unrest level is at Tense or higher, each adventurer must exhaust ☊ available skill dice (or as many as possible).

Lion Guard Quartermaster

Common: 2

Legendary: 2

Trainers Available: 3

Inn: Closed

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Beneath the Lion Banner (group): Decrease unrest by 2.

Alchemy Station

CROSSWYCH

Though it lies at the crossroads of High Rock's Glenumbra, Stormhaven, and Rivenspire regions, Crosswych has long been content to be known as a simple, industrious town. The city is currently experiencing a surge of civic pride after throwing off an invasion by the Red Rook Bandits.

Spirit of Resistance: At the start of this encounter, if the unrest level is at Dangerous or higher, each adventurer may remove 1 die from their cooldown track.

Gestor's Fine Goods

Common: 3

Legendary: 0

Trainers Available: 5

Crosswych Inn

Quest Board

Guild Kiosk

Town Square: Closed

Alchemy Station

DAGGERFALL

Namesake of the Daggerfall Covenant, the city of Daggerfall is one of the most powerful in High Rock. Though its political and military influence is considerable, it is known as a city of traders and sailors, and many have marveled at its views of the seas beyond Tamriel.

Covenant Namesake: The first time a Breton, Orc, or Redguard adventurer takes a quest board town action this encounter, they may keep both side quests they draw.

Tradesman's Square

Common: 4

Legendary: 1

Trainers Available: 5

The Rosy Lion

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, move the party token to Fharun Stronghold or Evermore. You must spend your next day in that town.

Alchemy Station

EVERMORE

Evermore is a proud but watchful city. Constantly under threat of invasion from Reachman tribes to the east, it sits at an important strategic point between Hammerfell and High Rock – even more important now that the Daggerfall Covenant has linked the two provinces in a military alliance.

Watchful Eyes: If the unrest level is at Dangerous or higher, the shop is closed for this encounter. If unrest is reduced below Dangerous during this town encounter, the shop opens and is populated at that time.

Todrak's Eldritch Emporium

Common: 0

Legendary: 4

Trainers Available: 5

Anchor's Point Inn

Quest Board

Guild Kiosk

Town Square

Peace Talks (group): Make a social check (x 2). If successful, decrease unrest by 2.

Alchemy Station

FELL'S RUN

A small but proud settlement on the road between the major trading hubs of Shornhelm and Northpoint, even Fell's Run has not been able to avoid the unrest visited upon High Rock. The city has been contending with an incursion by the notorious Bitterhand Bandits, who operate from a fort north of town.

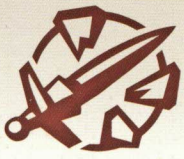
Bitterhand Influence: At the start of this encounter, if the unrest level is at Tense or higher, each adventurer must discard 1 item, if possible.

Sabir's General Goods

Common: 2

Legendary: 3

Trainers Available: 3



The Run Inn

Quest Board

Guild Kiosk: Closed

Town Square: Closed

Alchemy Station

FHARUN STRONGHOLD

The Orcs of Fharun Stronghold set themselves apart from the rest of High Rock, including their fellow Orcs in the Wrothgar region. Staunch traditionalists who worship Malacath, Daedric Defender of the Betrayed, Clan Fharun remains opposed to joining the Daggerfall Covenant. Alone in High Rock's frigid northeast, the stronghold's residents are warmed by their pride.

Unstable Strife: At the start of this encounter, if the unrest level is at Tense or lower, increase unrest by 1. If the unrest level is at Dangerous or higher, decrease unrest by 1.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 4

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

The Chamber of Scorn: Draw 3 chips from the level 10/20 enemy bag. Select 1 to be removed from play for the rest of the session, and place the others back in the bag.

Alchemy Station: Closed

MORKUL STRONGHOLD

Though the Orcs of Morkul Stronghold would prefer to keep to themselves, they recognize that being citizens of greater High Rock requires peaceful contact with the outside world. Despite the city's remote location, it has all the trappings of the Daggerfall Covenant, and its port does regular and profitable trade.

Insular: If the unrest level is at Dangerous or higher, the inn is closed for this encounter. The party may make a social check (+ 3). If successful, the inn is open.

Market Square

Common: 3

Legendary: 1

Trainers Available: 3

Clan Longhouse

Quest Board: Closed

Guild Kiosk

Town Square

Alchemy Station: Closed

Set Sail (group): At the end of the day, move the party token to Daggerfall or Evermore. You must spend your next day in that town.

NORTHPOINT

As befits its name, Northpoint is one of the northernmost outposts of civilization in High Rock, and indeed all of Tamriel. The port city does good business, both legal and otherwise, and its residents would prefer such business receive little governmental scrutiny – especially after a local political scheme transformed many Northpointers into feral vampires known as bloodfiends.

Smuggler's Haven: The first time a single adventurer takes a shop town action this encounter, they may gain 2 items instead of 1. If the unrest level is at Dangerous (neither higher nor lower), each adventurer may do this the first time they take a shop town action this encounter.

Derre's Smithy

Common: 3

Legendary: 3

Trainers Available: 3

The Sloshing Tankard

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, move the party token to Fharun Stronghold or Wayrest. You must spend your next day in that town.

Alchemy Station

ORSINIUM

Though it has recently undergone extreme political turmoil, the rebuilt Orsinium is an Orcish capital to be admired. The city's unique elevated architecture stands as a testament to the resolve and undying spirit of its people, and its celebration of Orcish history points to its residents' optimism about their future.

Kurog's Legacy: Each time a type skill line is trained, increase unrest by 1. This effect is ignored on day 1.

Haggler's Bluff

Common: 4

Legendary: 2

Trainers Available: 5

The Greedy Gut

Quest Board

Guild Kiosk

Town Square

House of Orsimer Glories (group): Discard a collective total of equal to to decrease unrest by 3.

Alchemy Station

SHORNHELM

Shornhelm sits uneasily in the center of High Rock's Rivenspire region. The city's former king engulfed the Daggerfall Covenant in a civil war, and subsequent rulers have threatened to restart hostilities. These internecine struggles have left many residents divided and uneasy, though the city's long history of kingdom-building has ensured the continued prosperity of the region.

A City Divided: Before populating trainers, subtract a number of trainers based on the current unrest level.

Peaceful: 0 Tense: 2 Dangerous: 4 Chaotic: 6

South Shornhelm Stalls

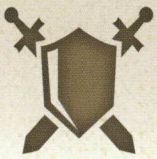
Common: 3

Legendary: 1

Trainers Available: 8

Dead Wolf Inn

Quest Board



Guild Kiosk

Town Square

Steal from the Shop: Make a lockpick check 1-2-3 (2 attempts). If successful, draw 1 or gain any 1 from the shop, and gain an additional town action. If your cooldown track has 4 or more fatigue in it after the check is complete, the check is unsuccessful.

Alchemy Station

WAYREST

Wayrest is the Daggerfall Covenant's capital and one of its most steadfast partners. The city has weathered invasions with aplomb, although recent power struggles within the Covenant have caused some residents to view their neighbors with more suspicion. Despite this, the city remains a cultural and economic powerhouse, an apt ambassador to Tamriel of the Covenant's way of life.

Suspicious of Outsiders: If the unrest level is at Dangerous or higher, adventurers have 1 fewer town action this encounter.

North Gate Novelties

Common: 3

Legendary: 2

Trainers Available: 5

Cloudy Dregs Inn

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, move the party token to Morkul Stronghold or Daggerfall. You must spend your next day in that town.

Alchemy Station

A01 Bearer of the Curse
Complexity: 3
Mages Guild

Session Snapshot: *Fight several clashes as you travel to different landmarks around the map.*

The Orc King Bazrag has asked the Mages Guild to help him deal with a powerful but undisciplined young mage in Wrothgar, and you have been selected for the task. As you journey to Bazrag's home settlement of Fharun Stronghold, you study the monarch's letter to the guild.

"Young Kharzug gra-Magul may have a lot of potential in magical circles, but many of my kinsmen have little patience for her volatility," he writes. "She has a tendency to lose control of her fire magic, which has led to some brutal harassment from several other Fharun residents and complaints from many of the Bretons she's run across. I've been told that even now, she is holed up near the Stronghold after another run-in with the locals, and I'm afraid the situation is close to erupting into violence. I think she could use some guidance, perhaps under the custody of your guild. Right now, she's too much of a potential danger to herself and others."

Starting Location: Orsinium

Special Setup Instructions:

Set aside quest units: **Kharzug gra-Magul** and **Dream Weaver Fedryn**.

Quest Objective:

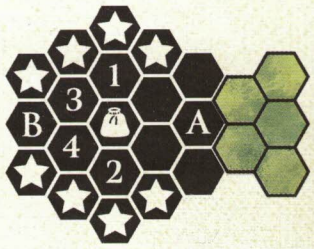
Travel to Fharun Stronghold and initiate the following clash (recommended by day 4).

Deploy Kharzug gra-Magul to Hex A. Deploy level 10: **Bonelord** to Hex B.

Each time a unit moves into a ★ hex, it is dealt 1 true damage. Enemies only move into ★ hexes if they must do so to reach their destination hex.

Kharzug gra-Magul is a companion controlled by the party. This encounter is failed if she is defeated.

Battle Map Setup:



BATTLE OBJECTIVE - CONQUER

3+ players: Replace the Bonelord with level 20: **Bone Colossus**.

Rewards: 2 ✱

When completed, go to entry: B02 *(pg. 26)*

A06 The Shrouded Dead
Complexity: 3
Thieves Guild

Session Snapshot: *Retrieve an artifact from a dungeon. Then, travel to a city and fight a clash as you are chased by an entity that grows more powerful as unrest rises.*

The tavern hums with conversation as your broker takes a seat at the table behind you.

"We have a request from an official in the Mages Guild to retrieve an artifact – a black gauntlet, to be precise," he says. "It's supposed to be in The Doomcrag."

You pause for a moment. Once an old Ayleid tower, The Doomcrag has developed a reputation as one of the most dangerous spots in High Rock. Until recently, the cursed ruin housed a deadly relic called The Lightless Remnant, but after a misadventure resulted in the Remnant's removal, other bands of daring treasure hunters have been braving the site in search of magic items yet left behind.

You wonder aloud why this mage hasn't assigned one of his own guild members to the task, or even hired The Undaunted.

"It's obvious, isn't it?" the broker says. "This is for personal use. Off the books. We're not called the Rightful Owners Guild."

Starting Location: Wayrest

Special Setup Instructions:

Set aside quest units: **Iudex Ovidius** and **Watcher**.

Quest Objective:

Travel to The Doomcrag and initiate the Doomcrag dungeon. This must be done before the end of day 6, or the quest is failed.

During this dungeon, after each time a party member defeats an enemy, increase unrest by 1.

The cache is the gauntlet. After an adventurer successfully performs a lockpick check on the gauntlet, their turn and the round immediately end and the gauntlet is placed under their character chip (above their HP). If the lockpick check is unsuccessful, the cache is not removed. The lockpick check may be attempted again on a future turn.

Once an adventurer has picked up the gauntlet, proceed to Quest Step B07 without ending the current encounter.

BATTLE OBJECTIVE - SPECIAL

Rewards: 0

When completed, go to entry: B07 *(pg. 27)*

HIGH ROCK, LOW ROAD — A13

Fighters Guild — *Complexity: 2*

Session Snapshot: *Travel from one end of the map to the other, managing unrest by fighting battles.*

The Fighters Guild has selected you for this job because of your discretion and toughness. As you're ushered into the back room of the Rosy Lion, you're greeted by a young, handsome Breton man in his late teens or early twenties. When you sit across from him, he apologetically explains his situation.

"My name is Uthard Scoth," he says. "I know it might sound hard to believe, but I am the son of Princess Rayelle, daughter of the Traitor-King Ranser – or at least, that's what they tell me. I've had essentially no contact with my parents since my birth, though I've always been well-cared-for, financially speaking. I was conceived right before Ranser's War, and obviously it was best for the royal family that my existence was never acknowledged."

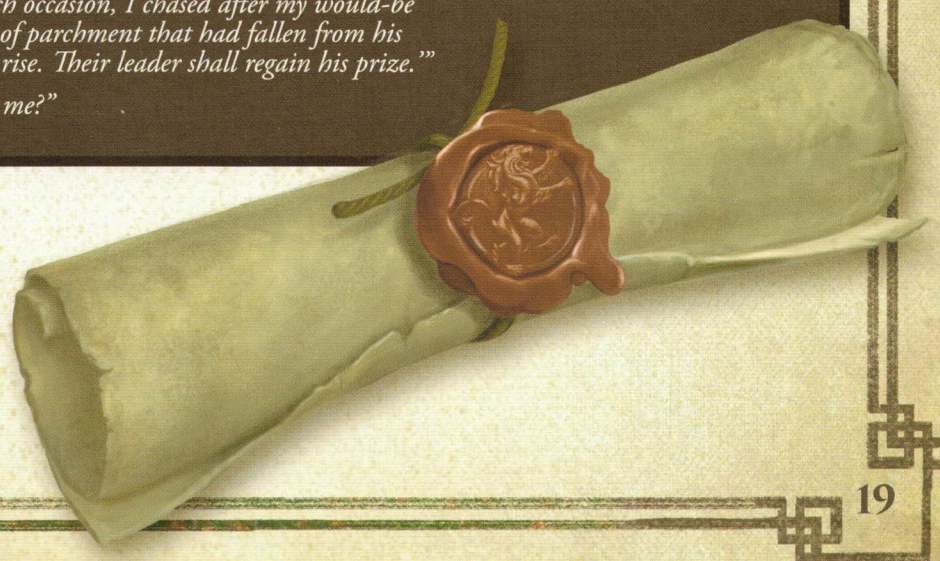
He leans forward as he explains the reason for his Fighters Guild patronage.

"With recent events making a potential target of every High Rock citizen with royal blood, I have been looking for a way to get out of the region. I have no interest in politics and even less in being used as a pawn in some up-jumped nobleman's power play. However, I've received word that all of the region's major ports are being staked out by hired thugs on the lookout for a man matching my description. In my travels, I have made friends in Wrothgar, and I have assurances that a nondescript sloop is available for my use should I be able to reach Fharun Stronghold. I simply require an able-bodied escort to get me to it."

His eyes dart around for a moment, as if he expects an eavesdropper.

"There is one other reason for my concerns," he mumbles, so quietly you almost have to strain to hear him. "I have seen... people. Following me around Daggerfall. I've heard their whispers, and I think I've almost fallen prey to their ambushes once or twice. On one such occasion, I chased after my would-be kidnapper. He escaped, but I found a scrap of parchment that had fallen from his robe. It read, 'With royal blood, the armies rise. Their leader shall regain his prize.'"

He shudders at the memory. "Will you help me?"



Starting Location: Daggerfall

Special Setup Instructions:

Set unrest to 5. Set aside quest unit: **Morag Tong Assassin**. If is 3+, set aside quest unit: **Braig the Bloody** instead.

Quest Objective:

Travel to Fharun Stronghold and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Resolve each of the following modifications in order, stopping after you have resolved the modification for the current unrest level.

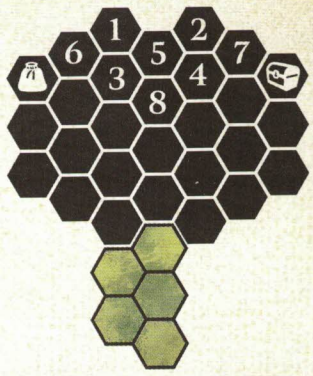
Peaceful: None.

Tense: When calculating EP, temporarily add to the base difficulty XP value.

Dangerous: Add the set-aside quest unit to the EP and deploy him first.

Chaotic: Each adventurer's ready slots are reduced by for this battle.

Battle Map Setup:



BATTLE OBJECTIVE - CONQUER

Ongoing Step Effects:

You may not take Set Sail town square actions or gain fatigue to increase overland movement.

When you would initiate a peaceful or town encounter, you may choose to initiate the following clash instead. This is the escort clash. This clash may be completed multiple times.

Before deploying enemies for this clash, roll 1 D6. The first enemy deploys to the corresponding numbered hex, and subsequent enemies deploy to the next highest numbered hexes. After an enemy has been deployed to Hex 8, the next enemy deploys to Hex 1 and the process continues until the EP is depleted or until all numbered hexes are occupied.

If you are occupying an unstable landmark when you initiate the escort clash, resolve each of the following modifications, stopping after you have resolved the modification for the current unrest level.

Peaceful: None.

Tense: The first x 2 enemies deploy with +2 HP.

Dangerous: When calculating EP, temporarily add to the base difficulty XP value.

Chaotic: After all enemies are deployed, replace 1 level 1 enemy with a random level 10 enemy, if possible, adjusting its HP.

If the escort clash is successful, gain 1 XP and skip that day's Activate Province Effect step.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: E14 *(pg. 39)*

A15 KILL LIST

Complexity: 2

Dark Brotherhood

Session Snapshot: *Choose to complete a number of "assassinations" that give you powerful rewards but increase the difficulty of the final clash.*

The Dark Brotherhood has received four political contracts from the same anonymous (and well-paying) source. Usually, when the client performs the Black Sacrament, the job gets done, but when a goateed Orc named Ghum relays your assignment, he idly speculates that something fishy is going on with this particular commission.

"These four are all pretty high-ranking officials in their own cities, but beyond that, we can't discover any kind of connection," he remarks. "Probably not a coincidence that these cities are the four poles of political power in High Rock, and given some of the area's recent factional disputes, these deaths will likely create suspicions about some sort of power grab. Not that that's really any of our business, but if I were you, I'd be worried that this assignment might put a contract on your own head."

He hands you the names of the targets, cautioning you to use a different method each time. "Best people not believe the same personnel are involved with each job," he says. "Safer that way."

He cautions you to use your best judgment regarding how many targets to eliminate and gives you the rendezvous point to receive final payment. "There's a bonus for you when the job's done."

Starting Location: Daggerfall

Special Setup Instructions:

Set aside quest unit: **Anchorite Deslandra**. If is 3+, set aside quest unit: **Empowered Deslandra** instead.

Quest Objective:

Travel to Daggerfall, Orsinium, Shornhelm, or Wayrest and complete at least 1 of the following assassinations during the town encounter (recommended by day 9). If an assassination attempt is failed, the quest is not failed. You may attempt a different assassination, but cannot attempt the same assassination twice. Each time you successfully complete an assassination, gain 3 XP during that day's Reward Phase and increase unrest by 2. You may proceed to Quest Step **B16** at the end of any day, as long as you completed at least 1 assassination this session.

Assassination Methods:

Daggerfall - Frame them for a capital offense: Take 2 group town actions to set aside level 10: **Breton Usurper** (if is 3+, set aside level 20: **Breton Archmage** instead). Gain the following **Persistent** effect: The next time there is an unoccupied enemy deployment hex after enemies are deployed in a clash or delve, you must deploy the Breton Usurper to that hex. If this enemy is defeated at the end of the encounter, the assassination is successful.

Orsinium - Attack their retinue: Take 2 group town actions to initiate the following clash. When deploying enemies, use as many enemies as possible. If the clash is successful, the assassination is successful.

Shornhelm - Kindlepitch arson: Take 2 group town actions to choose 1 adventurer to make a lockpick check 3-2-1 (5 - attempts). If successful, the assassination is successful. Regardless of success, Shornhelm is closed for the rest of the session (log this in your campaign journal).

Wayrest - Poison food: Take 2 group town actions to either collectively discard equal to or have an adventurer drain Master Ritualist, a Restoring Light skill die. Once the town encounter is completed, the assassination is successful.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 0

When completed, go to entry: B16 *(pg. 27)*

BIDDING WAR

Undaunted

A18

Complexity: 2

***Session Snapshot:** Complete a long delve and then travel to one end of the map or the other. Outfoxing Orc and Breton treasure hunters makes the delve easier.*

"Wish I had time to take this on myself," Lady Blade remarks as she tosses a pair of contracts on the tavern table. The Breton is legendary among Undaunted members for her bravery and especially her ability to hold her drink. If she's interested in a job, you'd better pay attention.

"Payout's likely to be high," she says. "You've got two interested parties, and the guild doesn't care which one gets the prize. You can go to the highest bidder, or – " she rolls her eyes "– you could try to decide on the basis of fairness."

You study the contracts. Neither has been signed yet. Judging by the dates, the first request came from Umatha, the curator of the House of Orsimer Glories. The museum is looking for Fenmender, a legendary staff of Argonian make said to have been taken in combat by Orcish warriors centuries ago when they led a sortie into Black Marsh. The second request is from Concordia Mercius, the High Rock representative of Cyrodilic Collections, an organization dedicated to locating and cataloging Argonian relics. Mercius wants Fenmender to be returned to the land from whence it came. Both contracts give clues as to where a dedicated adventurer might find the staff.

"One other thing," Lady Blade says. "These are open contracts, so if you want to score the staff, you'll be competing against every two-drake merc in High Rock to get it."

Starting Location: Orsinium

Quest Objective:

Travel to any conflict landmark and choose whether to draw an encounter card as normal, or to proceed to Quest Step **B19** for the day's encounter (recommended by day 7). Quest Step B19 will initiate a delve.

Ongoing Step Effects:

Up to 4 times per battle, any adventurer may discard an item on their turn to remove an adjacent Breton or Orc enemy from the battle. Set these enemies aside, as they will be used in the next quest step to make the delve easier.

Rewards: 0 ✪

When completed, go to entry: B19 *(pg. 28)*

A25 Iudex Insidious

Complexity: 2

Outer Watch

Session Snapshot: *Complete three clashes as unrest causes increasing hostility.*

Bodean, the Outer Watch's operations leader, sits across from you at the Cloudy Dregs Inn.

"We have contacts in the Thieves Guild who have alerted us to the existence of Iudex Ovidius, a mid-level Imperial official within the Mages Guild. They have informed us of a recent run-in with Ovidius that suggests he is working with former Outer Watch member Deslandra and her splinter group, the Soldiers of the Void. We have learned that Ovidius has been attempting to install Soldiers of the Void agents in the various kingdoms of High Rock, allowing him to activate valuable assets if the need for a coup arises. We need you to find the key officials who are part of his operation and... take them out. And if you can find and deal with Ovidius, all the better."

He grimaces.

"Eliminating rogue government agents is pretty far afield from what we founded the Outer Watch to do, but rooting out corruption is right on the money, and what could be more corrupt than a shadow government?" he says. "Deslandra can't be allowed to gain a foothold here. I'll try to requisition more of the Watch's resources for charitable work in the region. It's the least we can do after the chaos you're about to sow."

Starting Location: Wayrest

Special Setup Instructions:

Set aside quest unit: **Iudex Ovidius**.

Quest Objective:

Successfully defeat at least 2 rogue government agents by traveling to Camlorn, Evermore, Northpoint, or Orsinium and taking a group town action to initiate the clash laid out in Setup A (recommended by day 9). You may not initiate the clash in the same town twice. After initiating a clash, log it in your campaign journal and note whether it was successful.

When initiating a Setup A clash, before calculating the EP, increase unrest by 1. Then, decrease the calculated EP by the current unrest (to a minimum of 1).

Depending on the town where the battle is taking place, deploy the following enemy to Hex A. These enemies are the rogue government agents.

Camlorn: level 20: **Lich**

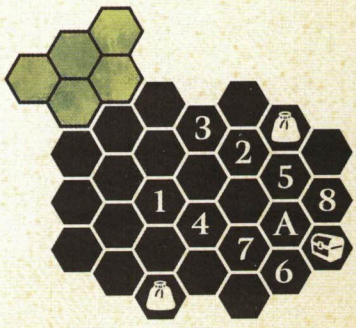
Evermore: level 10: **Breton Usurper**

Northpoint: level 10: **High Elf Necromancer**

Orsinium: level 20: **Orc Warlord**

The first 2 times this encounter is successful, gain 2 XP during the day's Reward Phase. For any additional successes, only gain 1 XP. The first 2 times this encounter fails, the quest is not failed. If this encounter is failed 3 times, the quest is failed.

Battle Map Setup A:



Battle Objective - Eliminate Hex A Enemy

3+ players: Conquer

Once at least 2 rogue government agents have been defeated, travel to Daggerfall and take a group town action to initiate the clash laid out in Setup B, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Deploy Iudex Ovidius to Hex A. Iudex Ovidius gains enemy skills: **Colossal**, **Native**, **Necromancy**, and **Shatter**. However, depending on which agents were defeated, he loses the corresponding skills:

Camlorn: Necromancy

Evermore: Colossal

Northpoint: Native

Orsinium: Shatter

Ongoing Step Effects:

The unrest level at the start of each day determines the effect to apply to towns for that day:

Peaceful: No effect.

Tense: Shops and trainers only populate half of their selections (rounded down).

Dangerous: Shops and trainers are closed.

Chaotic: All towns are closed.

Battle Map Setup B:

Battle Objective - Eliminate Hex A enemy

3+ players: Conquer

Rewards: 2

When completed, go to entry: E26 *(pg. 41)*

Dream Warriors

Psijic Order

A27

Complexity: 3

Session Snapshot: *Visit conflict landmarks as a malevolent cult makes your journey more difficult. Then, complete a battle in an ever-changing delve.*

A Breton Psijic named Calis pulls you aside and asks for your assistance with a fact-finding mission.

"You've no doubt heard of a group called the Supernal Dreamers that is currently plaguing Stormhaven," he said.

"They are a cult of the Daedric prince Vaermina, and they believe the only way to stave off the chaos facing Tamriel is to plunge the land into a living nightmare controlled by their lord. They can operate in the dreamstate, allowing them to feed on the lifeforce of those they imprison in the unconscious realm. We have been monitoring their activity, but as of late, a new member has come to prominence."

He hands you a parchment with a drawing of a Breton man with severe burn marks on his face.

"This man is named Fedryn, but he calls himself the Dream Weaver," Calis explains. "We have it on good authority that he is coordinating elements of the Dreamers under his control to work with another cult, this one called the Soldiers of the Void."

He frowns. "We don't know much about this other group yet, and we'd like you to investigate what they're up to. I'm going to provide you with a list of locations where this Fedryn has been seen recently. Try to discover what he's been after, but be warned: If Fedryn catches wind of your mission, he may try to trap you in a nightmare of his own creation."

Starting Location: Daggerfall

Special Setup Instructions:

Set aside quest unit: **Dream Weaver Fedryn** next to the overland map with 1 HP. The HP underneath him represents the exhaustion stack. The larger this stack is, the harder the final quest step will be.

Quest Objective:

Succeed at 3 different overland or side quest encounters while occupying different conflict landmarks (recommended by day 9). The quest is not failed if any of these encounters are failed, and you may attempt additional encounters in those same landmark hexes on future days. Log the landmarks where successful encounters are completed in your campaign journal.

Ongoing Step Effects:

When an adventurer takes an inn town action, they must leave dice in their cooldown track equal to the number of chips in the exhaustion stack (they do not recover any dice if the amount of HP in the exhaustion stack is greater than or equal to the number of dice in their cooldown track).

On days when you visit a conflict landmark, after the Adventurers Rest step, add 1 HP chip to the exhaustion stack and choose to Stay Awake or Fall Asleep. Do not trigger this effect on a day in which you initiate the Fall Asleep clash.

Stay Awake: Each adventurer must gain light fatigue equal to the number of chips in the exhaustion stack. Then, add an additional chip to the exhaustion stack.

Fall Asleep: On the next day, skip the Overland Phase and initiate the following clash for the day's encounter.

All side quests and persistent effects are ignored for this clash. Dream Weaver Fedryn is deployed to Hex A, with the exhaustion stack serving as his HP. Dream Weaver Fedryn cannot lose HP or be defeated.

Place a stack of HP chips equal to unrest +1 in 1 ★ hex of your choice. This is the dream totem, and it may be targeted and damaged like an enemy. After an adventurer defeats the dream totem, they wake up from the dream and are removed from the battle map. The dream totem is then placed with its full HP in the furthest unoccupied hex from its previous location.

This encounter is immediately successful when the the last undefeated adventurer wakes up. If the encounter is successful, gain 1 XP during the day's Reward Phase and remove 1 chip from the exhaustion stack. Set Dream Weaver Fedryn aside again with the exhaustion stack.

Battle Map Setup:

BATTLE OBJECTIVE - SPECIAL

3+ players: The dream totem is placed with +2 HP.

Rewards: 0 ✪

When completed, go to entry: B28 *(pg. 29)*

A31 AGENTS OF CHAOS

Complexity: 1

Eyes of the Queen

***Session Snapshot:** Boost unrest and complete a dungeon.*

Razum-dar meets you in the pre-discussed location, a back room in the cellar of Skalar's Hostel.

"Glad you didn't have trouble finding the place," the Eyes of the Queen leader says with a smile. "Raz has a job that needs to be handled delicately."

The Khajiit sits on a barrel and puts his feet up on a crate as he continues to talk.

"The Eyes of the Queen are many in High Rock, but lately, those Eyes are being plucked out," he says. "Someone has been assassinating, turning, or otherwise neutralizing our agents in the region, and we need to fight back."

He hands you an inventory of operational parameters. "We have traced this espionage work to a group calling itself the Soldiers of the Void," he explains. "This group does not want its presence revealed publicly, so we want to cause a little chaos on their behalf. This one needs you to arrange a series of... this one will call them 'incidents,' each one tied back to the Soldiers. Hopefully, this will force a confrontation with their leadership, and we can take them out."

He winks. "And if we can reinstall some of our agents in the confusion, all the better."

Starting Location: Orsinium

Special Setup Instructions:

Set aside quest units: **Xivilai Moath**, **Watcher**, and **Corrupted Creature**.

Quest Objective:

Increase the unrest level to Chaotic (recommended by day 9).

Ongoing Step Effects:

Skip the Activate Province Effect step each day.

Each time a side quest is completed, the party may choose to increase unrest by 5 - ☊ instead of decreasing it. Log the number of completed side quests in your campaign journal, as this will grant additional effects in the next quest step.

Rewards: 1 ✴

When completed, go to entry: B32 *(pg. 29)*

THROWING DOWN

Circle of Champions

A34

Complexity: 1

***Session Snapshot:** Complete three clashes that get harder as unrest rises.*

You find yourself in Wayrest, where anticipation is high for the High Rock Throwdown, a new fighting tournament established by the Circle of Champions. Small teams of combatants from around Tamriel have traveled to the region for the chance to compete in the single-elimination tournament, but your interest is piqued when you're contacted by Eveli Sharp-Arrow, a Wood Elf who suggests you join the competition with an ulterior motive. She meets you at a small tavern to chat.

"I've grown quite attached to High Rock, and I make it my interest to do good here wherever I see the opportunity," she says. "I have a contact, a Redguard who calls himself Bodean, who believes some kind of criminal enterprise plans to infiltrate the Throwdown. He says the operation is the work of a former acquaintance of his – a Wood Elf like me, but without my easy grace and charm." She winks. "Only thing is, he's not sure what she's after. You've got a good reputation and you can obviously hold your own in a fight, so how about putting a team together to join the tournament and do a little investigative work? I'm even willing to help you out, should you be so inclined."

Starting Location: Wayrest

Special Setup Instructions:

Select either quest unit: **Eveli Sharp-Arrow** or quest unit: **Bodean** to become a drafted fighter. Your drafted fighters will be temporary companions in all quest clashes. If ☊ is 3 or fewer, draft more fighters until ☊ + drafted fighters equals 5 (including the drafted quest unit). For the first additional fighter, draw 2 random level 1 💀 enemies from the bag and choose 1 to keep and 1 to discard. For the second additional fighter, repeat this process but with random level 5 💀 enemies. For the third additional fighter, repeat this process but with random level 10 💀 enemies.

Quest Objective:

Travel to Camlorn and initiate the following clash (recommended by day 4).

Only deploy enemies to Hexes 1-4. Then, calculate a new EP as normal, but divide it in half, rounding down. Using this new EP, deploy enemies to Hexes 5-8. When deploying enemies, use as many 💀 enemies as possible.

Party members use the ★ hexes for deployment instead of the entrance tile.

Resolve the following modification matching the current unrest level:

Peaceful: No modification.

Tense: Adventurers must collectively discard ☊ items (or as many as possible).

Dangerous: Adventurers must collectively discard ☊ x 2 items (or as many as possible).

Chaotic: Adventurers must collectively discard ☊ x 3 items (or as many as possible).

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Ongoing Step Effects:

During quest clashes, the drafted fighters become companions controlled by the party. Like normal companions, they deploy at full HP and are permanently removed from the party if defeated. Before a drafted fighter's turn, you may choose to make that companion retreat, removing them from the battle but keeping them as a companion.

Rewards: 2 ✴

When completed, go to entry: B35 *(pg. 30)*

B02 Bearer of the Curse

Mages Guild

You arrived in Fharun to find Kharzug already in trouble, as a mob confronted her for accidentally frying a herd of domesticated echatere. Though you managed to beat back her attackers and take her into the comparative safety of your camp, she's not particularly happy about it.

"I see how it is," she grumbles. "The guild only takes interest when it thinks I'm going to sully its noble profession."

You attempt to assure her that this is not the case, but she still eyes you with suspicion.

"Since you're here, I may as well tell you that things have gotten worse lately," she explains. "I think my magic is being tainted somehow. Usually, when I have one of my... outbursts, it's preceded by an odd sort of dream. It feels more real, somehow, and when I come to, I'm often in the middle of some sort of damaging ritual or spell."

She shakes her head in frustration.

"I've been doing some reading, and there are stories of ancient totems in High Rock that may be able to help me," she continues. "They were said to be blessed by Vaermina, the Daedric Prince of Dreams. I think these totems might allow me to maintain more control during these episodes, but I haven't been able to travel far on my own. Since you're apparently my security for the time being, would you mind making yourself useful and helping me find these relics?"

You pause to consider. The Mages Guild request was pretty open-ended, so leadership would probably accept such a detour.

Special Setup Instructions:

If there is at least 1 Orc adventurer in your party, the following interaction occurs:

Finally taking notice of you beyond your Mages Guild attire, Kharzug relaxes a little upon identifying a fellow Orc.

"Smart for one of my own to be here," she remarks. "Anything else, and you'd have all of Wrothgar calling foul. Not easy to believe the guild cares much for our kind."

She apologizes for her hostility and invites you to share her belongings.

"I've been called volatile before, so perhaps this will soften the blow when I hit you with a fireball," she jokes. "Of course, the Bretons will be suspicious when they see an Orc helping a fellow Orc."

Each adventurer draws a . Increase unrest by 2.

Quest Objective:

Obtain 2 High Rock totems by successfully completing encounters while occupying 2 of the following landmarks: The Doomcrag, At-Tura Estate, Glenumbra Moors, and Aldcroft. You may not use the same landmark twice. If an encounter at 1 of these landmarks is failed, the quest is not failed. You may attempt another encounter at that landmark on a future day.

If any of these encounters results in a battle, add the current unrest to the calculated EP.

After each time an encounter at 1 of these landmarks is successful, set aside a token to represent that a totem has been collected. Once 2 totems have been collected, travel to Northpoint and initiate a town encounter (recommended by day 12, initiates a clash and the end of the quest). During the encounter, each adventurer must take an inn town action. Then, proceed to Quest Step **C03** without advancing the Day Dial.

Ongoing Step Effects:

Quest unit: **Kharzug gra-Magul** remains a companion controlled by the party, even if defeated in battle. Rather than deploy at full HP, she maintains her HP after a battle and heals to full HP after the Adventurers Rest step. For each HP she heals, each adventurer must gain 1 light fatigue.

Rewards: 1

When completed, go to entry: C03 *(pg. 31)*

The Shrouded Dead B07
Thieves Guild

You make it to the area indicated in your contract and find an ancient chest, just as described. Upon opening, the chest displays a chunk of smooth, black mineral. You reach out to grab it, and it snaps to your hand like a leechtooth eel, enveloping your fingers until it takes the shape of the gauntlet you were after. A surge pulses through you, but not one of power or magic – one of dread. You attempt to put the mineral back, but it cannot be moved from your hand. A shadow emerges from the darkness. Only one thought comes to mind now: run.

Special Setup Instructions:

Set the Round Counter to 1 and continue the encounter from the start of the round.

Deploy a stack of HP chips to the closest unoccupied hex to the adventurer with the gauntlet. This is the Death That Walks. The number of HP chips the Death That Walks deploys with is determined by the unrest level at the time of deployment:

Peaceful: 1

Tense: 2

Dangerous: 3

Chaotic: 4

Quest Objective:

The Death That Walks is not considered an enemy. It cannot be dealt damage (including true damage) or affected by any game effects. At the end of each round, it moves up to 3 hexes toward the adventurer with the gauntlet. It may move through units. If the adventurer is occupying a different floor, instead of moving, the Death That Walks places itself in the closest unoccupied lettered hex to the adventurer. After its movement (even if it doesn't move), it rolls 1 enemy Combat die for each HP chip in its stack and deals the rolled result as true damage to all adjacent units.

This encounter is successful at the end of a round in which all undefeated adventurers occupy the entrance tile. This encounter is failed if the adventurer with the gauntlet is defeated. If successful, remove the Death That Walks and place it to the side of the map. The adventurer with the gauntlet at the end of the encounter retains the gauntlet.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3

When completed, go to entry: C08 *(pg. 32)*

Kill List B16
Dark Brotherhood

You complete the deeds assigned to you, but when you arrive at the rendezvous point relayed to you by Ghum, you're shocked to see that the Brotherhood emissary sent to meet with you has been killed. Another body he managed to take with him is still on the scene, clad in a strange gray robe you can't quite place. Clearly, whoever contacted the Brotherhood for this job is tying off loose ends, not content to trust the guild's discretion. You search the other body for clues and find correspondence linking the robed figure to a Wood Elf with deep pockets. You resolve to track the Brotherhood's double-crossers, although your mission is considerably more difficult in the wake of the trouble you've been causing within High Rock's various governments.

Quest Objective:

Travel to any conflict landmark and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Anchorite Deslandra** to the EP and deploy her first.

Before deploying the remaining enemies, resolve the modification matching the current unrest level:

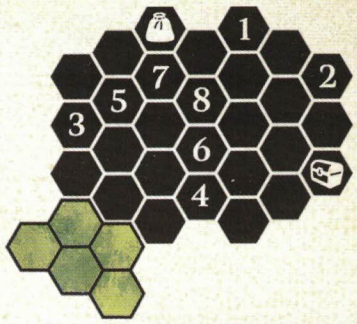
Peaceful: Decrease the calculated EP by .

Tense: Increase the calculated EP by .

Dangerous: When calculating EP, temporarily add to the base difficulty XP value.

Chaotic: Add quest unit: **Zirik** to the EP and deploy him second (after Anchorite Deslandra). When calculating EP, temporarily add to the base difficulty XP value.

Battle Map Setup:



BATTLE OBJECTIVE - CONQUER

3+ players: Replace Anchorite Deslandra with quest unit: **Empowered Deslandra.**

Rewards: 2

When completed, go to entry: E17 *(pg. 40)*

B19 BIDDING WAR

Undaunted

You've tracked down the location of Fenmender, but true to Lady Blade's prediction, you're not the only one here. In your research, you found that Fenmender has the ability to reverse the effects of decay, so its value is quite high. If you want it, you'd better get a move on.

Quest Objective:

Immediately initiate the following delve. During setup, for each enemy that was set aside in the previous step, you may draw 1 delve card and reveal its tile. Draw and reveal cards one at a time, placing tiles as if you are exploring the delve normally. Deploy enemies and place skyshards and caches as normal, but ignore all When Revealed effects and discard any cards with trap or environmental effects (after placing their tile). If a tile cannot be placed during this setup, do not gain a skyshard (but it still counts toward the number of delve cards drawn).

Gain + 2 skyshards. After the last skyshard has been gained, place a token on a cache chip of your choice in a hex that is not occupied by a unit. If there are no cache chips in play, place a cache in the furthest unoccupied hex from all adventurers and place a token on that cache. This cache is the relic. When an adventurer successfully lockpicks the relic, discard the drawn item and place the cache chip underneath their character chip (above their HP). If the lockpick check is unsuccessful, the cache is not removed. If the adventurer carrying the relic is defeated, the relic is placed in the hex they were occupying. Another adventurer may pick it up by moving into its hex (no lockpick check is required).

This encounter is successful at the end of a turn in which the adventurer carrying the relic is occupying the entrance tile.

BATTLE OBJECTIVE - SPECIAL

Rewards: 4

When completed, go to entry: C20 *(pg. 33)*

DREAM WARRIORS B28

Psijic Order

Your investigations have yielded much. The Soldiers of the Void have interests across Tamriel, but in High Rock, they are primarily interested in researching the possibility of mass necromancy, potentially allowing an adept in the magical arts to command a legion of the undead. Fedryn apparently has been promised a portion of these undead soldiers as a personal honor guard, allowing him to better assert Vaermina's will.

Despite your discoveries, you are worn out almost to the breaking point. The Supernal Dreamers have been alerted to your work, and your nights are dogged by sleeplessness or the threat of fatal nightmares. Fortunately, in the course of your efforts, you've also learned more about how the cult gains control over the dreamstate. You decide that the only way to free yourself from Fedryn's torment is to seek him out in his home territory, striking at him in the midst of his own nightmare.

Quest Objective:

Travel to the remaining conflict landmark that you did not complete an encounter at during the previous step, and initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Instead of the entrance tile, place a random 7-hex tile and deploy there. Ignore all environment and skyshard effects on delve cards this encounter. When a skyshard is gained, decrease the Round Counter by 1. If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP each time a skyshard is gained.

In Session 1, after gaining the second skyshard, deploy quest unit: **Dream Weaver Fedryn** to the closest unoccupied hex to the adventurer who gained the skyshard. In Session 2, he deploys after the third skyshard is gained instead. He deploys with all of the HP in the exhaustion stack, plus additional HP equal to his Health stat. If Dream Weaver Fedryn cannot target an opposing unit after his Move step, he is placed in an unoccupied hex adjacent to the weakest party member. Then, he determines his target(s).

At the start of each round, each tile that is not occupied either by an adventurer or by Dream Weaver Fedryn is removed, and all units occupying removed tiles are defeated. Dream Weaver Fedryn gains 2 HP (may exceed his Health stat) for each unit defeated in this way.

If Dream Weaver Fedryn is not yet in play, add 2 chips to the exhaustion stack instead.

The removal of delve tiles can make previously explored hexes explorable again.

After Dream Weaver Fedryn is defeated (and cannot trigger quest unit skill: **Penumbra**), immediately proceed to Quest Step **C29** without ending the current encounter.

BATTLE OBJECTIVE - ELIMINATE DREAM WEAVER FEDRYN

Rewards: 0

When completed, go to entry: C29 *(pg. 33)*

AGENTS OF CHAOS B32

Eyes of the Queen

Raz strokes his chin as he considers the Eyes' next move.

"Your work has paid off, but not in the way this one would like," he says. "We just received a tip that the Soldiers of the Void are working on some kind of project at The Doomcrag, that old Ayleid tower up in Rivenspire. Clearly, this comes from inside the organization, an attempt to woo our agents to a battlefield of their choosing."

He looks you hard in the eye.

"Then again, the Eyes are already recouping strength in the region, and we will be able to provide you ample backup. With a bit of cleverness – and you have at least a bit of cleverness, or else Raz would not have recruited you – we should be able to break up whatever operation they have going on up there."

Quest Objective:

Travel to The Doomcrag and initiate the Doomcrag dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

At the start of the dungeon, the party gains a collective total of 3 bonus HP for each side quest completed in Quest Step **A31** and logged in your campaign journal, divided among adventurers as you choose. Then, if the number of completed side quests logged in the journal is equal to or greater than + 1, quest unit: **Razum-Dar** becomes a companion controlled by the party.

Before deploying random enemies, deploy quest unit: **Xivilai Moath** to the cache on Floor 3, quest unit: **Watcher** to Hex 5, and quest unit: **Corrupted Creature** to Hex A1 on Floor 1.

Enemies on floors that party members have occupied still take turns regardless of whether party members currently occupy their floor. If an enemy takes a turn when there are no party members on its floor, its destination hex is the closest unoccupied hex that would allow it to transfer 1 floor higher.

Resolve each of the following modifications in order, stopping after you have resolved the modification for the current unrest level.

Peaceful: None.

Tense: Adventurers must gain 1 additional light fatigue each time they take an additional engage.

Dangerous: When an adventurer transfers floors, they must spend tenacity, drain available skill dice, or deal themselves true damage (they may split between the 3 options).

Chaotic: At the start of the battle, deploy a random level 5 enemy to Hex A2 on Floor 1, Hex B2 on Floor 2, and 1 of the caches on Floor 3.

Ongoing Step Effects:

Skip the Activate Province Effect step each day. Completed side quests are no longer logged in your campaign journal and now affect unrest as described in the High Rock Gazetteer's Overland Mechanics.

Battle Objective - Eliminate Quest Enemies

3+ players: Conquer

Rewards: 3

When completed, go to entry: E33 *(pg. 43)*

B35 Throwing Down

Circle of Champions

You emerge victorious from the first round. While mingling with the other competitors, you hear rumors of fighters having their food spiked with some sort of narcotic the night before their battle. The potion is believed to originate from an apothecary in Shornhelm, which, in a happy coincidence, is where you're heading for the next round of the tournament. You make a note to visit the shop while you're in town. Depending on how the fight goes, you might be in need of some of its wares.

Quest Objective:

Travel to Shornhelm and initiate the following clash (recommended by day 8).

Only deploy enemies to Hexes 1-4. Then, calculate a new EP as normal, but divide it in half, rounding down. Using this new EP, deploy enemies to Hexes 5-8. When deploying enemies, use as many enemies as possible.

Party members use the hexes for deployment instead of the entrance tile.

Resolve the following modification matching the current unrest level:

Peaceful: No modification.

Tense: After each party member is deployed, they are dealt 1 true damage.

Dangerous: After each party member is deployed, they are dealt 2 true damage.

Chaotic: After each party member is deployed, they are dealt 3 true damage.

If this damage would defeat a party member, they instead remain at 1 HP.

Battle Map Setup:

Ongoing Step Effects:

During quest clashes, the drafted fighters become companions controlled by the party. Like normal companions, they deploy at full HP and are permanently removed from the party if defeated. Before a drafted fighter's turn, you may choose to make that companion retreat, removing them from the battle but keeping them as a companion.

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: C36 *(pg. 34)*

Bearer of the Curse C03

Mages Guild

You've put many anxious nights behind you, always uncertain whether Kharzug would sleep soundly or burst into flames. However, as you've located the totems, her condition seems to have improved, and you've come to respect the fierce intelligence behind the Orc's brusque exterior. Eventually, the Mages Guild sends you a missive recommending that Kharzug bring the totems with her to an enclave in Skyrim, where her condition can be studied more closely and hopefully cured. Even Kharzug is feeling hopeful, and she permits herself a mug of mead at the Sloshing Tankard to celebrate her impending voyage from the Northpoint harbor the next day.

One mug becomes another, and slowly you feel the tendrils of inebriated sleep wrap you in their warm embrace. As you drift off, you hear a harsh voice, but it is not enough to rouse you from your slumber: "Bearer of this curse, such power you possess. Seek eternity with us, lest these fools ne'er let you unleash your potential."

Your eyes snap open, and you know something is wrong. Your surroundings are draped in a purple haze, and before you stands a group of threatening figures. Their leader, a Breton man with a scarred face, steps forward and addresses Kharzug. The Orc looks around and notices with a start that you are here with her.

"You have uncovered Vaermina's relics for us," the man intones. "You have served the Supernal Dreamers in your affliction, though you did not know it. Walk in the realm of the unconscious, as we do, and aid us as we use these totems to conquer death – for what is death but the wakeless sleep? Nothing is impossible for Vaermina."

You see Kharzug's eyes darting to and fro, taking stock of her surroundings. You suspect that this man has provided an explanation for her strange dreams of late.

"If I decline?" she asks with a half-hearted facade of politeness.

"Then you will be imprisoned in an endless slumber until Vaermina finds need of nourishment," the leader says.

Kharzug smiles. "I kind of hoped you would say that." An ember lights up on the end of her staff.

Quest Objective:

Immediately initiate the following clash, using the end of session difficulty EP.

Deploy quest unit: **Dream Weaver Fedryn** to Hex A with HP equal to unrest (may exceed Health stat). Deploy quest unit: **Kharzug gra-Magul** to Hex B. Place stacks of ☊ + 1 HP in each ★ hex. These are the Dream Snares. Dream Snares can be targeted and damaged like enemies. Units may move through Dream Snares.

Kharzug gra-Magul starts this battle as a companion controlled by the party, but she cannot take turns, be targeted, or be dealt damage (including true damage) while any Dream Snares are in play.

Dream Weaver Fedryn cannot lose HP. On his turn, Dream Weaver Fedryn does not move or engage, but instead rolls a number of enemy Combat dice equal to the number of Dream Snares in play. He removes HP from Kharzug gra-Magul equal to the amount of damage rolled and gains it (may exceed Health stat).

Then, for each miss rolled, a Dream Snare of your choice gains ☊ HP. Dream Snares do not have a maximum HP. If no Dream Snares are in play when Dream Weaver Fedryn would roll, either place a Dream Snare or a random level 5 enemy in the closest unoccupied hex to Kharzug gra-Magul.

The first time Kharzug gra-Magul is defeated, she heals to full HP and becomes an enemy. The Dream Snares are removed from the battle map, and their remaining HP is added to Dream Weaver Fedryn (may exceed Health stat). Both Kharzug gra-Magul and Dream Weaver Fedryn now take damage and turns as normal enemies. If Dream Weaver Fedryn is defeated when Kharzug gra-Magul takes her turn, she becomes a companion controlled by the party again.

This encounter is successful at the end of a round in which all undefeated adventurers and quest unit companions are occupying the entrance tile, or all enemies are defeated. If Kharzug gra-Magul is still in the party at the end of the clash, proceed to Quest Step E04 at the end of the day. If she is not in the party or is defeated, proceed to Quest Step E05 instead.

Battle Map Setup:

BATTLE OBJECTIVE - SPECIAL

Rewards: 2 ✴

When completed, go to entry: E04 *(pg. 38)* **or E05** *(pg. 38)*

C08 The Shrouded Dead

Thieves Guild

After you escape The Doomcrag, you are startled by an ethereal message conjured into being before your eyes.

"Thank you for your service," the message reads. "I am Iudex Ovidius, he who contracted for the gauntlet's retrieval. Payment for services will be rendered at the metropolis of your choice. I will know the place you select." The letters fade as quickly as they appeared.

You'd hoped the sense of dread would subside when you returned topside, but the clutching fear remains. Casting your mind back to the old tales of The Doomcrag, you remember the story of the Death That Walks, an unspeakable being who follows those who attempt to breach the tower. As it pursues you, it is said to drain years off your life. Though you managed to leave The Doomcrag unscathed, you still feel the chill of the Death That Walks on your spine, and you feel as if the gauntlet bound to you must be the culprit. It would be best to get it removed as soon as possible, but if this Ovidius wants it, to what possible end could he wish to employ it?

Quest Objective:

Travel to Daggerfall, Orsinium, or Wayrest. After completing a town encounter, set aside the gauntlet and proceed to Quest Step **D09** before advancing to the day's Reward Phase (recommended by day 12, initiates the end of the quest).

Ongoing Step Effects:

During all battles, if the Death That Walks is not in play, the adventurer holding the gauntlet rolls 1 D6 at the start of their turn. If the result is equal to or less than the current round (Fatigue = 6), the Death That Walks deploys to the furthest unoccupied hex from that adventurer. Adventurers may adjust the rolled result by any amount (to a maximum of 6, minimum of 1), with each adventurer gaining light fatigue equal to the amount by which the die is adjusted.

The number of HP chips the Death That Walks deploys with is determined by the unrest level at the time of deployment.

Peaceful: 1

Tense: 2

Dangerous: 3

Chaotic: 4

The Death That Walks is not considered an enemy. It cannot be dealt damage (including true damage) or be affected by any game effects. At the end of each round, it moves up to 3 hexes toward the adventurer with the gauntlet. It can move through units but cannot end its movement in the same hex as another unit. After its movement, it rolls 1 enemy Combat die for each HP chip in its stack and deals the rolled result as true damage to all adjacent units.

The adventurer with the gauntlet may transfer the gauntlet to an adjacent adventurer as an action on their turn. The gauntlet may also be transferred between adventurers during the Adventurers Rest step. Whenever the gauntlet is transferred, 1 adventurer must gain 1 overfatigue and the other is dealt ☊ true damage (the adventurers may choose).

If the adventurer with the gauntlet is defeated while the Death That Walks is in play, the quest is failed. If the adventurer with the gauntlet is defeated while the Death That Walks is not in play, the adventurer retains the gauntlet. The D6 that can deploy the Death That Walks is not rolled while the adventurer is defeated.

Rewards: 0 ✴

When completed, go to entry: D09 *(pg. 35)*

BIDDING WAR C20
Undaunted

Thanks to a combination of solid planning and quick thinking, you manage to leave this ruin with Fenmender – and yourself – intact. The next day, however, you're approached by a sallow Wood Elf who tells you she's heard of your exploits and would like to purchase Fenmender herself.

"I'll pay better than either of your buyers," she promises.

You size her up. You believe she's good for the money, but you sense evil in her eyes.

Quest Objective:

Before advancing to the day's Overland Phase, you must resolve 1 of the following options:

1. Choose to hand the relic over to this Wood Elf, rejecting the previously established offers from the House of Orsimer Glories and Cyrodilic Collections. Proceed to Quest Step **D21**without ending the current encounter.
2. Turn away the Wood Elf, honoring your commitment to complete the job as promised. Proceed to Quest Step **D22** without ending the current encounter.

Rewards: 0 ✵

When completed, go to entry: D21 *(pg. 37)* **or D22** *(pg. 37)*

DREAM WARRIORS C29
Psijic Order

The "Dream Weaver" screeches and fades away, but his dream does not. You wonder why he would torture himself with such a hellish labyrinth. Could it be that the worse the nightmare, the more pleasure gleaned by Vaermina? Regardless, you need to find your own way out of here, lest you be consumed by the Daedric prince's dark fantasies.

Quest Objective:

Shuffle the top card from the 🎒 Deck into the remaining Delve Deck. When this card is drawn, place the entrance tile as if it is a revealed delve tile, and discard the item. If the entrance tile cannot be placed, the exploration attempt ends as normal, and the item is shuffled back into the remaining Delve Deck.

Ignore all environment and skyshard effects on delve cards. When a skyshard is gained, it no longer decreases the Round Counter. If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP each time a skyshard is gained.

At the start of each round, each tile that is not occupied by an adventurer is removed and all units occupying it are defeated. The removal of delve tiles can make previously explored 🏠 hexes explorable again.

This encounter is successful at the end of a round in which at least 1 adventurer is occupying the entrance tile.

BATTLE OBJECTIVE - SPECIAL

Rewards: 4 ✵

When completed, go to entry: E30 *(pg. 42)*

C36 Throwing Down

Circle of Champions

After another successful fight, you're pleased to learn that your exploits have earned you a spot in the final, which will take place back in Wayrest. Before you go out to celebrate, you pay a visit to the Shornhelm apothecary implicated in the tilted fights, only to find that the shop has recently been the victim of a brutal break-in. Clearing the debris from the entrance, you enter to find an old Nord man at death's door, bleeding from a variety of wounds incurred in the recent attack.

"I heard them... They want... Emeric's reliquary..." the man wheezes before fading into unconsciousness. You send for a healer as the pieces fall into place.

"An interesting ploy!" Eveli muses. "The winner of the tournament is invited to Wayrest Castle, which houses quite a number of powerful artifacts. Could it be that all of this skulduggery is just the prelude to a heist?"

She smacks a fist into her other hand. "Let's stop it before it begins!"

Quest Objective:

Travel to Wayrest and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Only deploy enemies to Hexes 1-4. Then, calculate a new EP as normal, but divide it in half, rounding down. Using this new EP, deploy enemies to Hexes 5-8. When deploying enemies, use as many 💀 enemies as possible.

During Round 1, each adventurer skips their Recovery step.

Resolve the following modification matching the current unrest level:

Peaceful: Each adventurer must exhaust 1 available skill die (if possible).

Tense: Each adventurer must exhaust 2 available skill dice (or as many as possible).

Dangerous: Each adventurer must exhaust 3 available skill dice (or as many as possible).

Chaotic: Each adventure must exhaust all available skill dice from their skill line that currently has the most available skill dice.

Ongoing Step Effects:

During quest clashes, the drafted fighters become companions controlled by the party. Like normal companions, they deploy at full HP and are permanently removed from the party if defeated.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2 ✴

When completed, go to entry: E37 *(pg. 44)*

The Shrouded Dead
Thieves Guild

D09

You find an abandoned side tunnel near the city's Outlaws Refuge, and you're surprised to see that a man who identifies himself as Ovidius is already there, along with several acolytes in dark gray robes. There is also, much to your consternation, a Daedric Watcher present, shivering with fury but constrained by a magic circle.

The aging Imperial stretches out his hand, and the gauntlet loosens and falls to the ground. A sack of coins materializes next to you.

"You may go," Ovidius grunts.

As you turn to leave, however, one of the hooded acolytes holds up their hand.

"Iudex, you have defied our mistress for too long. We know you have your own designs on this gauntlet, and Deslandra's patience has run out." They turn toward you. "Unfortunately, you must be eliminated as well."

Suddenly, the magic circle dissolves; the watcher lunges toward you.

"Quickly!" Ovidius calls to you. "Hand me the gauntlet and let us defeat these fools together!"

You hesitate for a moment. You want to save your skin, but from what you've seen in the last few minutes, you don't particularly like the idea of any of these parties getting their hands on an incredibly powerful magical artifact.

Quest Objective:

Resolve 1 of the following options:

1. Turn over the artifact to Ovidius. Proceed to Quest Step **D10** without ending the current encounter.
2. Reject Ovidius. Proceed to Quest Step **D11** without ending the current encounter.

Rewards: 0

When completed, go to entry: D10 *(pg. 36)* **or D11** *(pg. 36)*

D10 The Shrouded Dead

Thieves Guild

Ovidius may be a disreputable mage, but you've dealt with his type before, and you could use all the help you can get against a watcher and an army of cultists. You kick the glove to him and watch as he puts it on. His eyes go black, and you wonder if you've made a grave sacrifice in exchange for your life.

Quest Objective:

Immediately initiate the following clash, using the end of session difficulty EP.

Deploy quest unit: **Iudex Ovidius** to Hex A and quest unit: **Watcher** to Hex B. Place the gauntlet underneath Iudex Ovidius's chip (above his HP) and set the Round Counter to 3. Iudex Ovidius becomes a companion controlled by the party. The Watcher can only be targeted and dealt damage (including true damage) by Iudex Ovidius or the Death That Walks.

At the start of Iudex Ovidius's turn, if the Death That Walks is not in play, roll 1 D6. If the result is equal to or less than the current round (Fatigue = 6), the Death That Walks deploys to the furthest unoccupied hex from Iudex Ovidius. Adventurers may adjust the rolled result by any amount (to a maximum of 6, minimum of 1), with each adventurer gaining light fatigue equal to the amount by which the die was adjusted.

The number of HP chips the Death That Walks deploys with is determined by the unrest level at the time of deployment.

Peaceful: 1

Tense: 2

Dangerous: 3

Chaotic: 4

The Death That Walks is not considered an enemy. It cannot be dealt damage (including true damage) or be affected by any game effects. At the end of each round, it moves up to 3 hexes toward Iudex Ovidius. It can move through units but cannot end its movement in the same hex as another unit. After its movement (even if it doesn't move), it rolls 1 enemy Combat die for each HP chip in its stack and deals the rolled result as true damage to all adjacent units.

The encounter is failed if Iudex Ovidius is defeated.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2 ⊛

When completed, go to entry: E12 *(pg. 39)*

D11 The Shrouded Dead

Thieves Guild

In a flash of madness, you reach for the gauntlet and throw it into one of the Daedra's outstretched tentacles, which oddly enough seems to satiate its fury, at least for now.

"You fool!" Ovidius bellows. "You're all fools!" A cold blue aura emanates from him as he rises into the air, preparing to rain punishment down on his enemies.

Quest Objective:

Deploy quest unit: **Iudex Ovidius** to Hex A and quest unit: **Watcher** to Hex B. Place the gauntlet underneath the Watcher's chip (above its HP).

Iudex Ovidius is an opposing unit to all other units and takes his turn before adventurers. Iudex Ovidius gains enemy skill: **Divert**. When he is reduced to 1 HP, he is immediately removed from the battle map.

The Watcher can only be dealt damage (including true damage) by Iudex Ovidius and the Death That Walks. If the Watcher is defeated, the gauntlet and the Death That Walks are removed.

At the start of the Watcher's turn, if the Death That Walks is not in play, roll 1 D6. If the result is equal to or less than the current round (Fatigue = 6), the Death That Walks deploys to the furthest unoccupied hex from the Watcher. Adventurers may adjust the rolled result by any amount (to a maximum of 6, minimum of 1), with each adventurer gaining light fatigue equal to the amount by which the die was adjusted.

The number of HP chips the Death That Walks deploys with is determined by the unrest level at the time of deployment.

Peaceful: 1

Tense: 2

Dangerous: 3

Chaotic: 4

The Death That Walks is not considered an enemy. It cannot be dealt damage (including true damage) or affected by any game effects. At the end of each round, it moves 3 hexes toward the Watcher. It can move through units but cannot end its movement in the same hex as another unit. After its movement (even if it doesn't move), it rolls 1 enemy Combat die for each HP chip in its stack and deals the rolled result as true damage to all adjacent units.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: E12 *(pg. 39)*

BIDDING WAR D21
Undaunted

Against your better judgment, you pocket the money and hand over Fenmender. A few days later, you hear rumors of a necromancer who is using a powerful staff to experiment with mass resurrections at Glenumbra Moors. You hope this is not the same person who bought Fenmender.

Quest Objective:

This quest is failed. You are wracked with grief at the fate forged for High Rock. You slink away in embarrassment and live the rest of your life as a hermit.

BIDDING WAR D22
Undaunted

You rebuff the Wood Elf, who retreats with a glare. Now you just need to decide which one of the contracts to fulfill. By rights, the staff should belong to the Argonians, but would there really be much harm in letting it sit in an Orcish museum? Maybe it would be better to select whoever gives you the best payout.

Quest Objective:

Travel to Orsinium or Daggerfall and complete a town encounter (recommended by day 12, initiates the end of the quest).

If you travel to Orsinium, you turn the relic over to the House of Orsimer Glories. Each adventurer may advance their Stamina stat by 1 for free. If you travel to Daggerfall, you turn the relic over to Cyrodilic Collections. Each adventurer may gain an additional 1 bonus XP during the day's Reward Phase and draw 1 .

If you gave the relic to the House of Orsimer Glories, proceed to Quest Step **E23**. If you gave it to Cyrodilic Collections, proceed to Quest Step **E24**.

Rewards: 1

When completed, go to entry: E23 *(pg. 40)* **or E24** *(pg. 41)*

E04 Bearer of the Curse

Mages Guild

As the last totem cracks, everything goes black. When you open your eyes again, it is morning, and the bartender glares at Kharzug and you, just a few more patrons sleeping off a night of too much drink. As Kharzug snaps awake, the first thing she does is scramble for her pack, rooting around inside until she finds what she's looking for.

"Just as I suspected," she says, holding up the totems, each of which has been scorched through, as if by a bolt of fire. "The totems weren't aiding my sleep. Those cultists were using them to manipulate me this whole time."

No physical sign of the Supernal Dreamers can be found in Northpoint, so you suspect that anyone you defeated in the previous battle is likely still out there. With that in mind, Kharzug hastily boards the Northpoint boat, hoping that her sojourn to Skyrim will keep her away from the cult's influence until she has better control of her abilities. As she boards, she offers you a begrudging "thanks," but you can tell your help was much appreciated.

In Session 1, choose 1 of the following options:

- If you decide to confront the Supernal Dreamers head on, select the High Rock Psijic Order Quest for Session 2.
- If you want to check in on Kharzug's progress in Skyrim, select the Skyrim Mages Guild Quest for Session 2.
- If you turn your attention to a different magical anomaly, select the Valenwood Psijic Order Quest for Session 2 (requires Valenwood expansion).

In Session 2, you notice that your dreams continue to stir. While Kharzug is safe in Skyrim, you seem to be the new target of these ethereal phantoms. Though the mysterious Dream Weaver never makes an appearance, you believe he is enraged by your intervention and is attempting to lure you as an alternative to Kharzug. You resist these dreams and vow to fight back, discovering that this Dream Weaver is operating on his own, outside the normal purview of the Supernal Dreamers, alongside a group known as the Soldiers of the Void. Proceed to the High Rock endgame quest.

Gain Keyword: Disrupt Operation

E05 Bearer of the Curse

Mages Guild

You wake, and Kharzug is gone. You saw her fall victim to some strange ritual in your dreamstate, and you could not rouse her from it while still making your escape. All that's been left behind is a chunk of stone emblazoned with a variety of fell symbols, apparently a remnant of the snares the Dreamers used to trap you in your own unconscious mind.

The Mages Guild is disappointed, although Kharzug's removal from Wrothgar is still viewed as a positive development by King Bazrag. Still, you can't help but feel as if you let Kharzug down, and in the coming days, you keep wondering if there isn't something more you could do for her.

In Session 1, choose 1 of the following options:

- If you decide to confront the Supernal Dreamers head on, select the High Rock Psijic Order Quest for Session 2.
- If you track down Kharzug and attempt to wrest her from the Dreamers' control, select the Hammerfell Mages Guild Quest for Session 2 (requires Hammerfell expansion).
- If you decide to assist the guild in a different capacity, select the Skyrim Fighters Guild Quest for Session 2.

In Session 2, the loss of Kharzug haunts your dreams, proving even more disruptive to your sleep than the Supernal Dreamers. This restlessness drives you to study everything you can about these Dreamers and their goals in High Rock. As you dig deeper into the Dream Weaver in particular, you uncover his connection to a group called the Soldiers of the Void. From what you can gather, Kharzug is a key piece of a ritual the Soldiers are planning in High Rock. Hopefully, with the emblazoned stone that was left behind, you can disrupt this ritual and save Kharzug – and if it's too late for her mind, at least you can save her from a life under someone's thrall. Proceed to the High Rock endgame quest.

Gain Keyword: Recover Reagent

The Shrouded Dead E12

Thieves Guild

Ovidius has disappeared in the chaos, and the gauntlet is destroyed. The bag of gold remains, however, so you stumble back to the Outlaws Refuge, dazed but richer. Sometimes, when you do a job, you don't learn anything other than not to do it again.

This whole messy affair has likely burned Ovidius's connection with the Mages Guild, and you suspect that if he survived, he and the mistress of these cultists probably made nice. You know well enough from your career as a thief that partners in crime often fall out and then come back together as soon as they realize their erstwhile rival has something to offer. If anything, Ovidius's brush with death could have increased his loyalty. If he couldn't topple his rival, then he'll likely serve as her most fervent lieutenant – at least until the next opportunity for betrayal comes along.

In Session 1, choose 1 of the following options:

- If you decide to track down Ovidius, select the High Rock Outer Watch Quest for Session 2.
- If you just want to try not to do the same job twice, select the Elsweyr Thieves Guild Quest for Session 2 (requires Elsweyr expansion).
- If Ovidius's mischief inspires you to bust some magic-wielding heads, select the Cyrodiil Fighters Guild Quest for Session 2.

In Session 2, the discovery of Ovidius's betrayal prompts a full investigation by the Mages Guild. Letting your curiosity get the better of you, you manage to swipe the findings of this investigation, connecting the rogue mage to the Soldiers of the Void. The Death That Walks, however, is nowhere in the report. You resign yourself to the fact that the gauntlet will be forgotten by history, as will its role in Ovidius's schemes. Ovidius himself, however, won't slink away so easily. Proceed to the High Rock endgame quest.

Gain Keyword: Destroy Equipment

High Rock, Low Road E14

Fighters Guild

Despite the menacing intentions on Uthard's life, you manage to safely see him off to Fharun. You're actually a little sad to see him go; he's a well-spoken, intelligent individual, and he's genuinely grateful for your assistance.

"As long as this boat doesn't sink, I'm on my way to Summerset," he says. "Look me up if you're ever in the area. And send me a letter if you ever figure out what the people who were stalking me were after." He thinks for a moment.

"I probably should have mentioned this earlier, but that note I found – it was scribbled on a torn-out page of an obscure tome. I tracked down the volume. It was called... what was it? Ah! That's right. 'Ancient Battlefields of High Rock.' Didn't see much of a connection at the time, but maybe you can make something of it."

In Session 1, choose 1 of the following options:

- If your travels in High Rock give you the insight to decide who should receive a valuable cultural artifact, select the High Rock Undaunted Quest for Session 2.
- If your run-in with Uthard's pursuers gets you in the mood to fight some cultists for the Guild, select the Cyrodiil Fighters Guild Quest for Session 2.
- If you would like to check up on Uthard, select the Summerset Mages Guild Quest for Session 2 (requires Summerset expansion).

In Session 2, you follow up on Uthard's lead and track down the book he mentioned. Conversing with your fellow fighters, you learn that mysterious cultists have been causing issues for the guild at many of the battlefields mentioned in the books. One of those locations is Glenumbra Moors, the now-haunted site of a particularly bloody conflict. Another is the ruined Ayleid tower known as The Doomcrag. The battles of High Rock's past no longer seem content to remain in the history books, and if these cultists are to be stopped, investigating these locations is the best place to start. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E17 Kill List

Dark Brotherhood

You tracked down your Brother's assailants and reaped the lives of many of them during the ensuing fight, but the Wood Elf who appeared to lead them managed to disappear into the shadows during the battle. Guild leadership has not taken kindly to this anonymous double-crosser, and her description has been disseminated to assassins in the area.

Despite your close call, you acquitted yourself admirably in the execution of your targets' execution, and you now find yourself in possession of several artifacts these cultists looted in the wake of the violence in High Rock's various capitals. There are more jobs with the Brotherhood if you want them, but with the increased political turmoil you've recently created in the region, a wide array of opportunities are open to those with a good weapon and a bit of initiative. That said, you can't get this Wood Elf out of your head. What was she up to?

In Session 1, choose 1 of the following options:

- If you play the ripe market for mercenary jobs, select the High Rock Fighters Guild Quest for Session 2.
- If the Brotherhood decides you're talented enough to handle a more complicated assassination, select the Skyrim Dark Brotherhood Quest for Session 2.
- If you'd like to lay low and do some honest treasure-hunting for a while, select the Elsweyr Undaunted Quest for Session 2 (requires Elsweyr expansion).

In Session 2, the Night Mother demands that you enact retribution against this Wood Elf, as any who cross the Brotherhood deserve the wrath of Sithis himself. During your search, you learn this elf's name is Deslandra. It's clear she has big plans for High Rock, and while her machinations would not normally merit the Brotherhood's attention, attracting the ire of your blade is a mistake you're determined to make her last. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Obtain Artifact

E23 Bidding War

Undaunted

Umatha is overjoyed upon receipt of Fenmender and promises to speak well of you when she hears of relevant jobs in Wrothgar. A week later, you receive a disapproving letter from Cyrodilic Collections. You've likely burned your bridges with that organization for the foreseeable future. Idly, you wonder why the Wood Elf wanted the staff so badly.

In Session 1, choose 1 of the following:

- If Umatha's references result in more work in Wrothgar, select the High Rock Mages Guild Quest for Session 2.
- If your success inspires a tougher challenge from the Undaunted, select the Valenwood Undaunted Quest for Session 2 (requires Valenwood expansion).
- If a secretive agent takes notice of your ability to play competitors against each other, select the Morrowind Eyes of the Queen Quest for Session 2.

In Session 2, Umatha quickly sends word to you, not to inform you of new jobs in Wrothgar, but to provide information on this elusive Wood Elf you encountered. According to her, more than a few Orcs have had run-ins with this very same elf, who goes by the name Deslandra and who has been trying to stoke the flames of conflict within the region. While Umatha does not know the ultimate purpose of the chaos caused by Deslandra or her followers, known as the Soldiers of the Void, you know it can't be anything good. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Gain Notoriety

BIDDING WAR
Undaunted

E24

It will make you no friends in Wrothgar, but you decide to take Fenmender to Concordia Mercius in Daggerfall. She thanks you effusively and tells you Cyrodilic Collections will have more jobs for you if you have the interest. You feel good about your decision, although you do wonder why that Wood Elf was offering such a high price.

In Session 1, choose 1 of the following:

- If you decide to make it up to the Orcs, select the High Rock Mages Guild Quest for Session 2.
- If you take Cyrodilic Collections up on the promise of further employment, select the Black Marsh Undaunted Quest for Session 2.
- If a secretive agent takes notice of your ability to play competitors against each other, select the Morrowind Eyes of the Queen Quest for Session 2.

In Session 2, Cyrodilic Collections acknowledges your report surrounding this mysterious Wood Elf and offers its resources for an investigation. The organization informs you of recent run-ins with a group called the Soldiers of the Void, which has been attempting to steal magical artifacts throughout High Rock. You conclude that this Wood Elf is likely tied to the group, and you resolve to put an end to their dealings in the region before they strike again. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Gain Notoriety

IUDEX INSIDIOUS
Outer Watch

E26

Ovidius falls to his knees, bleeding from a fatal wound.

"You're too late," he sneers. "The dead will rise. Perhaps, if Deslandra deems me worthy, I will be among them."

After the mage dies, you search his quarters and bring everything incriminating back to Bodean.

"Good work," the Redguard tells you. "You have an ability to create chaos that I frankly find a little concerning, but you got the job done. We'll inform the Mages Guild that it had a mole and follow up on this work Ovidius was doing in Glenumbra. Hopefully, his connections to the Soldiers of the Void will give us leads on Deslandra's plans around the continent."

In Session 1, choose one of the following:

- If your experience dealing with one mole has given you insight into creating another, select the High Rock Eyes of the Queen Quest for Session 2.
- If Bodean reassigns you to track Deslandra's activities elsewhere in Tamriel, select the Black Marsh Outer Watch Quest for Session 2.
- If the seriousness of this mission has put you in the mood for a lighter-hearted job next time around, select the Summerset Circle of Champions Quest for Session 2 (requires Summerset expansion).

In Session 2, the cooperation between the Outer Watch and the Mages Guild is able to yield rapid results regarding Ovidius and the Soldiers of the Void. Given your direct run-in with them, Bodean requests that you take point on following through with the findings of the investigation. Ovidius's final words may have been ominous, but you vow to make Deslandra regret her choice of allies. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Eliminate Agent

E30 Dream Warriors

Psijic Order

Calis greets you with congratulations on a job well done for the Order.

"Not only did you provide valuable intelligence on the Dreamers and the Soldiers of the Void, but you managed to significantly reduce Fedryn's power, maybe permanently," he says. "Most impressive! The Order will keep you in mind for more high-profile jobs."

He pauses, cocking his head as he examines your face.

"You do look exhausted, though. Have you been getting enough sleep?"

In Session 1, choose 1 of the following options:

- If your experience with powerful magic in High Rock has left you uniquely qualified to retrieve a magical artifact, select the High Rock Thieves Guild Quest for Session 2.
- If your aptitude for dealing with magical threats has caught the eye of the Tribunal gods, select the Morrowind Psijic Order Quest for Session 2.
- If this whole ordeal has left you too exhausted to deal with heady magical forces, select the Hammerfell Undaunted Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you reject the offers of the Order and insist on weeding out Fedryn and the Soldiers of the Void once and for all. Poring over the findings, as well as your own dreams, you piece together the alliance between the two and what they might have planned for High Rock. After his humiliating defeat, Fedryn is no doubt having nightmares of his own, and what a gift it will be to be there when he finally wakes up. Proceed to the High Rock endgame quest for Session 3.

Gain Keyword: Block Operative
Gain Minor Keyword: Supernal Knowledge

Raz's fur is still standing on end as you limp your way out of The Doomcrag.

"You never expect a Daedric lord," Raz muses. "Or at least, if you do, you know to stay away."

He fixes you with an appraising gaze.

"That was more a trap than we realized," he says. "Raz does not think the Daedra knew we were coming any more than we knew they were there. The Soldiers are a clever bunch, but thanks to you, the Eyes have managed to regain their foothold in High Rock. We will deal with them."

In Session 1, choose 1 of the following options:

- If you'd like to keep honing your ability to work behind the scenes, select the High Rock Circle of Champions Quest for Session 2.
- If Raz has work for you deep in Dominion territory, select the Summerset Eyes of the Queen Quest for Session 2 (requires Summerset expansion).
- If your dealings with rogue agents set you on the trail of a fugitive from justice, select the Morrowind Fighters Guild Quest for Session 2.

In Session 2, you and Raz continue to infiltrate more encampments of the Soldiers of the Void. As legions fall by your hand, you find your mind snapping back to The Doomcrag's crumbling walls and vicious monsters. If you are sure that you and the Eyes defeated its horrors, why does the place still haunt your nightmares? The Soldiers of the Void would not abandon such a bastion so readily, but perhaps this is yet another trick, luring you into a final trap. Proceed to the High Rock end game quest for Session 3.

Gain Keyword: Intercept Intelligence

E37 Throwing Down

Circle of Champions

It was a tough battle, but you've managed to eke out a victory over the other teams in what the Circle of Champions calls the Throwdown Showdown. As the crowd chants your name, however, rather than approaching the victor's podium, you make your way toward some of your downed opponents, who you noticed performing a suspicious amount of dark magic during the fight.

As you near your incapacitated foes, however, they look at you with contempt, mutter some unintelligible language, and disappear into a shadowy portal. Clearly, their minds were on something more than a championship purse.

At day's end, Eveli thanks you for your help. "I'll get word to the king's retainers that there must be a relic in his possession that someone very powerful wants to get their hands on. In the meantime, enjoy glad-handing bigwigs at the palace! You've earned it."

In Session 1, choose 1 of the following options:

- If your extensive travels have led you to take a job from a less scrupulous group, select the High Rock Dark Brotherhood Quest for Session 2.
- If your time in the arena has fostered a passion for the Circle of Champions and what it represents, select the Skyrim Circle of Champions Quest for Session 2.
- If your undercover work impresses a certain spy agency, select the Hammerfell Eyes of the Queen Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you enjoy your well-earned victory, but it isn't long before Eveli requests your company. She informs you that she and Bodean have learned of a group called the Soldiers of the Void, which had a hand in this operation. The infiltration of the Throwdown was just one piece of the group's schemes here in High Rock, and Eveli appeals for your help once more. Proceed to the High Rock end game quest for Session 3.

Gain Keyword: Gain Ally: **Eveli Sharp-Arrow**

The Doomcrag

DUNGEON

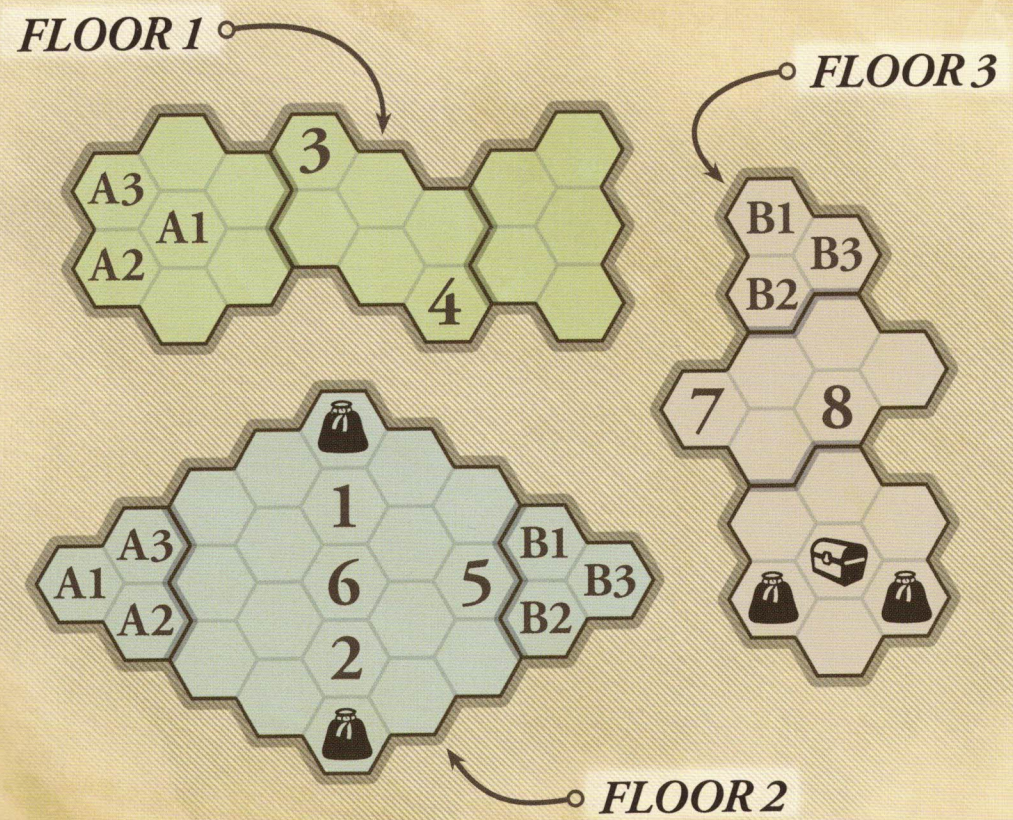
Tiles Needed:

Entrance Tile
3-hex tiles x3
6-hex tiles x2
7-hex tiles x2
19-hex tile x1

Rules:

At the end of the round, all units occupying A Hexes on Floor 1 and B Hexes on Floor 2 are transferred to the matching lettered hex on the next floor up, as long as the corresponding hex is unoccupied. Then, all units occupying A Hexes on Floor 2 and B Hexes on Floor 3 that have not yet transferred this round are transferred to the matching lettered hex on the next floor down. Enemies will not transfer if there would be no party members occupying their new floor once all transfers are complete.

If there are no party members occupying a specific floor, the enemies on that floor do not take a turn.



Endgame
Waking Nightmares

DAY 1

You've searched long and hard for clues about these so-called "Soldiers of the Void" and their traffic in supernatural goods under the cover of unrest in the province of High Rock. Your sleep is wracked by disquieting dreams of these gray-cloaked cultists. When you awake, you find yourself at the entrance to The Doomcrag, the cursed Ayleid ruin where much of the cult's activity seems to have been focused. Cautiously, you step inside and see that your sleuthing has paid off; your eyes are immediately drawn to the Wood Elf Deslandra, who you've learned is the leader of the Soldiers of the Void. Next to her stands another imposing figure, his face in shadow, his body clad in the robes of another cult, the Daedra-worshiping Supernal Dreamers. He glances your way and, spotting you, winks out of existence, much to your shock. Deslandra, on the other hand, affixes you with an evil eye.

"You will meddle no longer," she spits.

Encounter Setup:

Set unrest to +1. Set aside quest units: **Iudex Ovidius** and **Kharzug gra-Magul**.

Set up the Doomcrag dungeon using the end of session difficulty EP. Deploy quest unit: **Lich Deslandra** to Hex A1 on Floor 1 and quest unit: **Dream Weaver Fedryn** to Hex B1 on Floor 2. If either Hex 7 or Hex 8 are unoccupied after deploying enemies, deploy a random level 1 enemy to each that is unoccupied.

Encounter Rules:

Party members cannot transfer from a floor that Lich Deslandra is currently occupying. Enemies never transfer floors.

After Lich Deslandra is defeated by an adventurer, all other adventurers must roll a status die and gain the rolled result. After Lich Deslandra is defeated by any means, decrease the Round Counter by 1.

When a unit triggers quest unit skill: **Penumbra**, they replace the weakest allied non-quest enemy on the same floor. If there are none, they replace the weakest allied non-quest enemy on the next floor higher. They are unable to replace allied units on lower floors.

Battle Objective - Conquer

Rewards: 3

When completed, go to day 2

Available Keywords

Block Operative

Your battles in the unconscious mind have intimidated even the Dream Weaver and given you renewed confidence.

Apply a Fear status die to quest unit: **Dream Weaver Fedryn**.

Ruin Experiment

Thanks to your efforts, Deslandra's attempt to fortify her ritual with royal blood was foiled.

After each time a unit triggers quest unit skill: **Penumbra**, they are dealt 2 true damage.

Minor Keyword - Supernal Knowledge

Entering The Doomcrag, you notice things aren't as they seem. The air smells wrong, tastes wrong. Despite its falsehood, it feels familiar. You have been here before and know that it isn't real. And if it isn't real, maybe you can make your own rules.

When an adventurer would gain overfatigue due to enemy skill: **Rot**, they may gain a status die of their choice instead.

Endgame
Waking Nightmares

DAY 2

You're tired, confused. This journey through The Doomcrag has made no sense. Enemies disappear before your eyes, only to appear elsewhere in this cavernous ruin. Nothing is functioning as it should, but finally, you've reached the summit, and you strike the killing blow to Deslandra.

And then, you wake up, your face splintered by its hours-long rest on the rough-hewn wooden table in this out-of-the-way Daggerfall tavern. No Doomcrag, no Deslandra. Only the dread of a bad dream, no doubt cast upon you by the Supernal Dreamers you spotted in your unconscious vision.

The battle may have been a dream, but Deslandra's plot is no mere nightmare. You rack your brain and pore over the clues, knowing your time is running out. Everything points to Deslandra wanting to summon an army of the undead to accomplish her ends, but where could she hope to acquire such a force so quickly? While The Doomcrag holds many secrets, a legion of corpses is not among them.

Casting your mind back, you recall the tale of the Battle of the Glenumbra Moors, one of the bloodiest conflicts in Tamrielic history. Local chatter portrays it as a heath where you're just as likely to stumble upon a corpse as a shrub. If Deslandra has the ability to raise such an army, the site of the battle is where she would do it.

Judging by the distraction laid upon you by the Dreamers, you're sure you'll need to rush to intervene before time runs out, but you could hardly call last night's rest invigorating.

Encounter Rules:

Set the Round Counter to 1.

To prepare for the next battle, you may choose any number of times to increase the Round Counter by 1 or increase unrest by 2. Each time you do this, each adventurer may remove 1 die from their cooldown track and also do 1 of the following:

- Heal for 1 HP.
- Gain 2 bonus XP.
- Refresh any 1 expended in their inventory.

If there is a Knight in the party, when increasing unrest during this step, only increase it by 1 instead of 2. If there is a Ranger (VW) in the party, when the Round Counter would increase this step, roll 1 D6. Only increase the Round Counter if you roll a 4 or higher.

The Round Counter does not reset when setting up the next day's battle, and higher unrest will mean that more skyshards must be found before Deslandra is revealed.

Rewards: 1

When completed, go to day 3

Available Keywords

Gain Notoriety

Tales of your exploits have reached the ears of High Rock's residents, and they seem eager to offer assistance.

When increasing unrest during this step, only increase it by 1 instead of 2. If there is a Knight in the party, each adventurer gains 1 tenacity when unrest is increased.

Intercept Intelligence

Your close-up view of Deslandra's operations has allowed you to better prepare for battle and avoid the traps she's sure to lay in the moors.

Each adventurer may select 2 of the individual options (including the same option twice) each time the Round Counter or unrest is increased.

Minor Keyword - Adornment

Even in crisis, fans of your deeds flock to shower you with attention.

After setting the Round Counter to 1, each adventurer may choose to gain 2 light fatigue to then draw 1 and 1 .

Endgame
Waking Nightmares

Day 3

Breathless, you reach Glenumbra Moors, afraid you're too late. As you predicted, you find Deslandra here, already engaged in necromantic rituals. Bodies pop forth from the loam like grisly flowers. You call out an appeal to the Wood Elf's better nature, and she turns to face you, an otherworldly glint in her eye.

"Trust me, I don't wish to disturb these souls any more than you do," she says. "The greater good at times requires the participation of the unwilling. I need ample protection and enforcement to accomplish my work of severing Tamriel from the realms of Aetherius, and my Soldiers of the Void are not enough. These brave fallen warriors will be. Don't worry, when magic is banished from this world, no one will be able to disturb their rest ever again."

You stare back defiantly. She sighs.

"Very well," she says. "Clearly, you'll have to take my word for it. Maybe you'll even have to join them." The revived bodies start to lurch in your direction.

Encounter Setup:

Set up the following delve using the end of session difficulty EP, placing the clash tile adjacent to the entrance tile as shown, as well as 2 specific 3-hex delve tiles with icons matching those shown in the diagram. No enemies deploy to these 2 tiles during setup, but caches are placed as indicated. Deploy quest unit: **Iudex Ovidius** to Hex A and quest unit: **Kharzug gra-Magul** to Hex B. Non-quest enemies deploy with HP equal to the current unrest, not exceeding their Health stat.

Scout adventurers may treat this setup as a clash for the purposes of their innate class ability.

Encounter Rules:

Initiate the following delve.

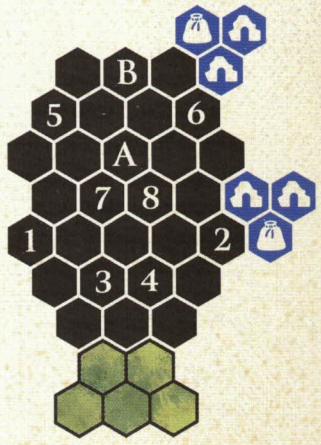
When a non-quest enemy is defeated while it is occupying the clash tile, its chip is flipped so that the opposite side's enemy is now faceup and remains in its hex. Enemies with 0 HP do not take turns, nor can they be targeted. They may receive healing and function as normal upon being healed. At the end of each round, all units with 0 HP heal for HP equal to the current round (may exceed Health stat).

hexes on the delve tiles are explored as normal. Enemies deployed to delve tiles deploy with HP equal to the current unrest, not exceeding their Health stat. After each time a skyshard is gained, you may decrease unrest by up to 2. At this time, you may decrease unrest by an additional 1 if each adventurer gains 1 light fatigue. This may be done multiple times. If a skyshard is gained while unrest is at 0, quest unit: **Lich Deslandra** deploys to the closest unoccupied hex to the adventurer who gained the skyshard. She deploys with full HP. Once Lich Deslandra has been deployed, no additional delve tiles can be explored. Lich Deslandra ignores enemies with 0 HP when triggering quest unit skill: **Penumbra**.

Each adventurer gains the following class ability:

Purify Corpse : Remove an enemy in range with 0 HP from the battle. The tenacity cost for this ability is equal to the Health stat of the enemy. When triggering this ability, adventurers may untrain stat tokens or skill dice from their attribute area, reducing the tenacity cost by 1 for each stat token or skill die untrained in this way.

Battle Map Setup:



Battle Objective - Eliminate Lich Deslandra

When completed, go to the Epilogue

Available Keywords

Block Operative

Your disruption of Deslandra's ranks has left her trusted mage assistants worse for wear.

Apply a Fear status die to either quest unit: **Kharzug gra-Magul** or quest unit: **Iudex Ovidius**.

Destroy Equipment

Your denial of a key component of Deslandra's plans for the region has left her resurrected army with considerably less power.

When non-quest enemies are deployed, either at the start of the battle or through delve cards, they deploy with HP equal to half of the current unrest (rounded down, to a minimum of 1), not exceeding their Health stat.

Disrupt Operation

Through your intervention, you stopped Deslandra's operatives from reaching the impressionable Orc mage Kharzug.

Quest unit: **Kharzug gra-Magul** does not deploy.

Eliminate Agent

The old wizard Iudex Ovidius was not faithful in his service to the Mages Guild, and not alive for his service to Deslandra.

Quest unit: **Iudex Ovidius** does not deploy.

Gain Ally

You're glad a friend has joined you on these haunted moors.

The quest unit associated with your keyword becomes a companion controlled by the party.

Gain Notoriety

Your treasure hunting experiences have hardened you to the sight of these ghouls.

At the start of the battle, each adventurer may gain either bonus HP or tenacity equal to the current unrest.

Intercept Intelligence

Your intel has provided a detailed diagram of the moors, allowing you to avoid any perilous traps that lay ahead.

Remove all trap delve cards from the Delve Deck. Then, shuffle the Delve Deck.

Obtain Artifact

Your waylaying of Deslandra's magical weapons cache has put you at an advantage over her mystical forces.

Party members may treat hexes with 0 HP enemies as unoccupied and may end their movement in those hexes. While a party member is occupying the same hex as an enemy with 0 HP, that enemy cannot gain HP or be moved for any reason. Additionally, the tenacity cost to use the Purify Corpse class ability on that unit is reduced by 3, to a minimum of 1.

Recover Reagent

A totem you saved from your journey to the brink of despair helps you keep your head as the corpses shamble your way.

The tenacity cost of the Purify Corpse class ability is reduced by the current unrest, to a minimum of 1.

Keywords continued on next page.

Available Keywords

Ruin Experiment

After a unit triggers quest unit skill: **Penumbra**, they are dealt 2 true damage.

Minor Keyword - Daedric Knowledge

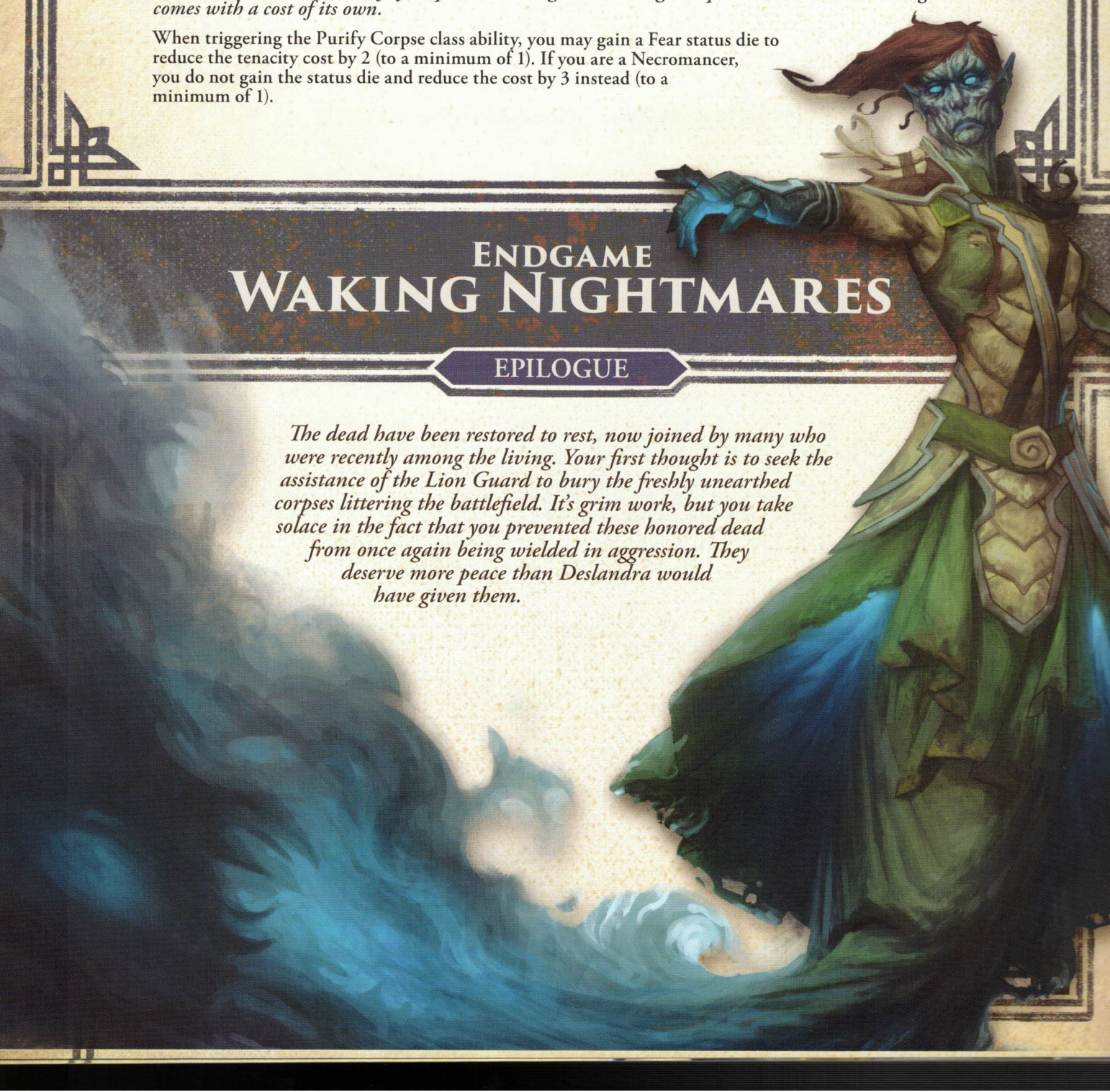
Through your extracurricular investigations into the Daedra, you've managed to understand how they work and how to get the upper hand.

Level 1 and level 10 enemies on the clash tile do not flip when defeated, remaining on their level 1 and level 10 sides.

Minor Keyword - Dark Blessing

Your time with a cult has left you quite knowledgeable about grotesque rituals. Such knowledge, however, comes with a cost of its own.

When triggering the Purify Corpse class ability, you may gain a Fear status die to reduce the tenacity cost by 2 (to a minimum of 1). If you are a Necromancer, you do not gain the status die and reduce the cost by 3 instead (to a minimum of 1).



Endgame
Waking Nightmares

Epilogue

The dead have been restored to rest, now joined by many who were recently among the living. Your first thought is to seek the assistance of the Lion Guard to bury the freshly unearthed corpses littering the battlefield. It's grim work, but you take solace in the fact that you prevented these honored dead from once again being wielded in aggression. They deserve more peace than Deslandra would have given them.